PlayStation

NTSC U/C

PlayStation

KIDS TO ADULTS

CONTENT RATED BY ESRB

SLUS-00005

RAYMAN®

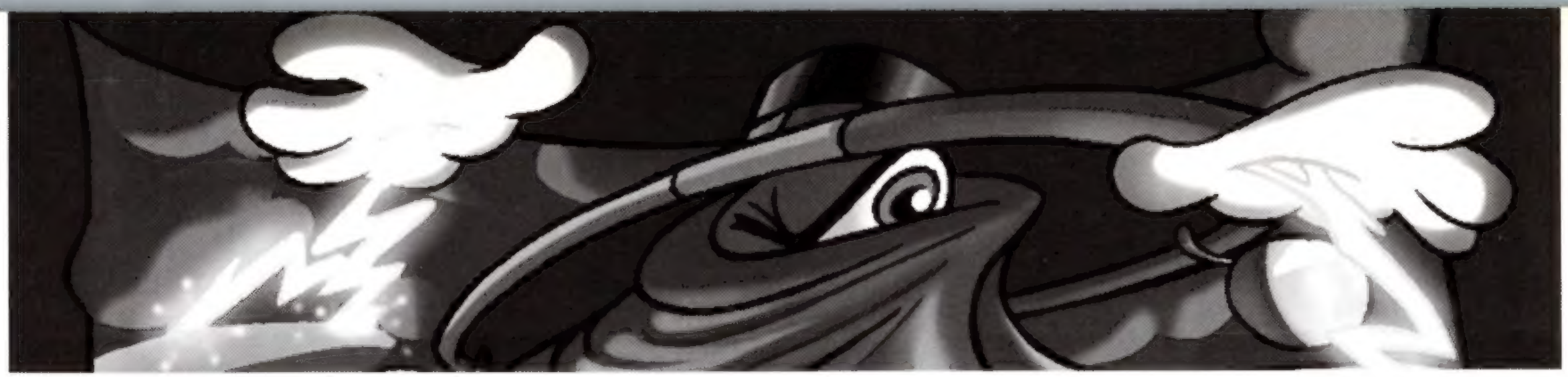
"A+"
Entertainment Weekly,

"BEST CHARACTER, BEST ANIMATION, BEST SOUNDTRACK"
Video Game Buyer's Guide

"GAME OF THE MONTH"
Electronic Gaming Monthly,

"MEGAWARD"
GAMEFAN,

Ubi Soft



WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the Sega Saturn System console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any voluntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO ALL OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation™ game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ COMPACT DISC:
- This compact disc is intended for use only with the PlayStation™ **game console**.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board.
For information about this product's rating, call 1-800-771-3772 or visit the ESRB web Site
http://www.esrb.org.

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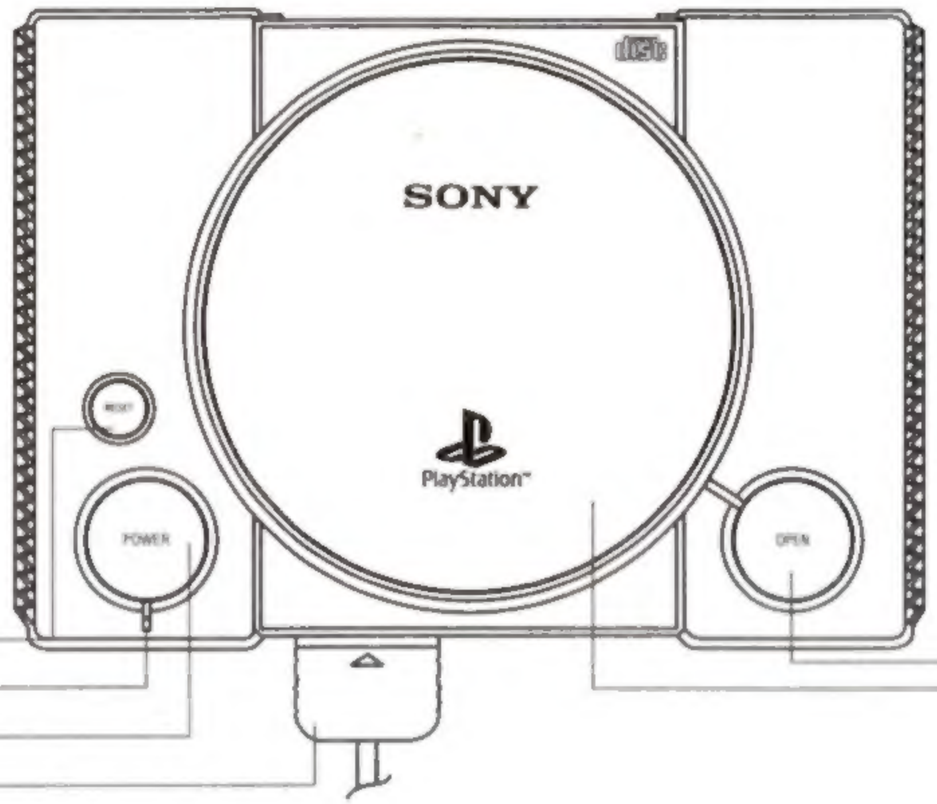
GAME CONSOLE

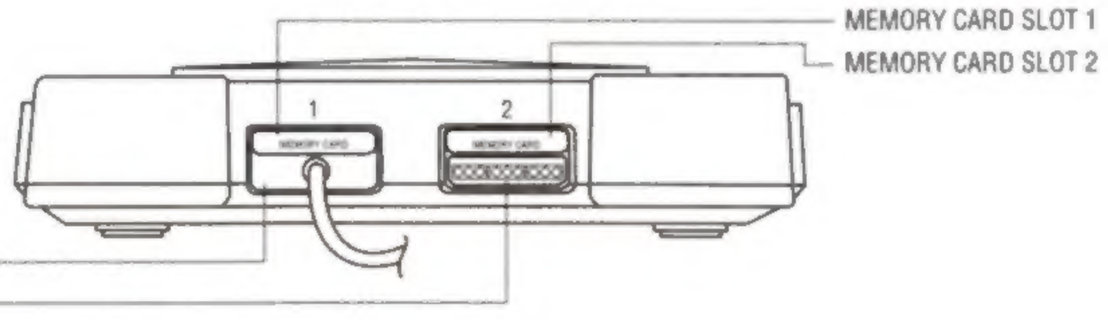
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the RAYMAN disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

Console

Top View



Front View

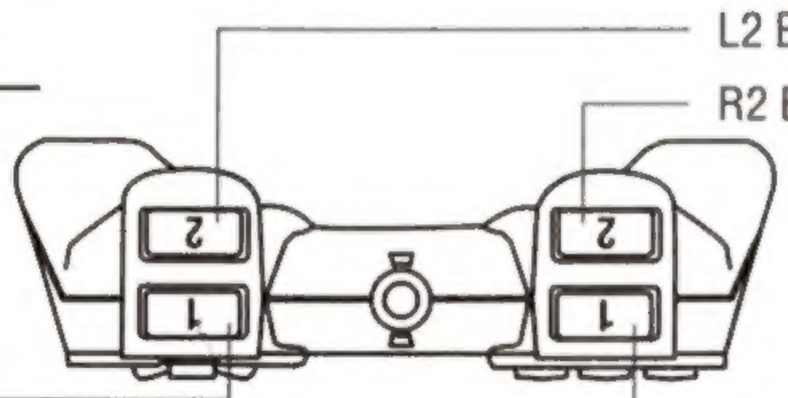


THE CONTROLS

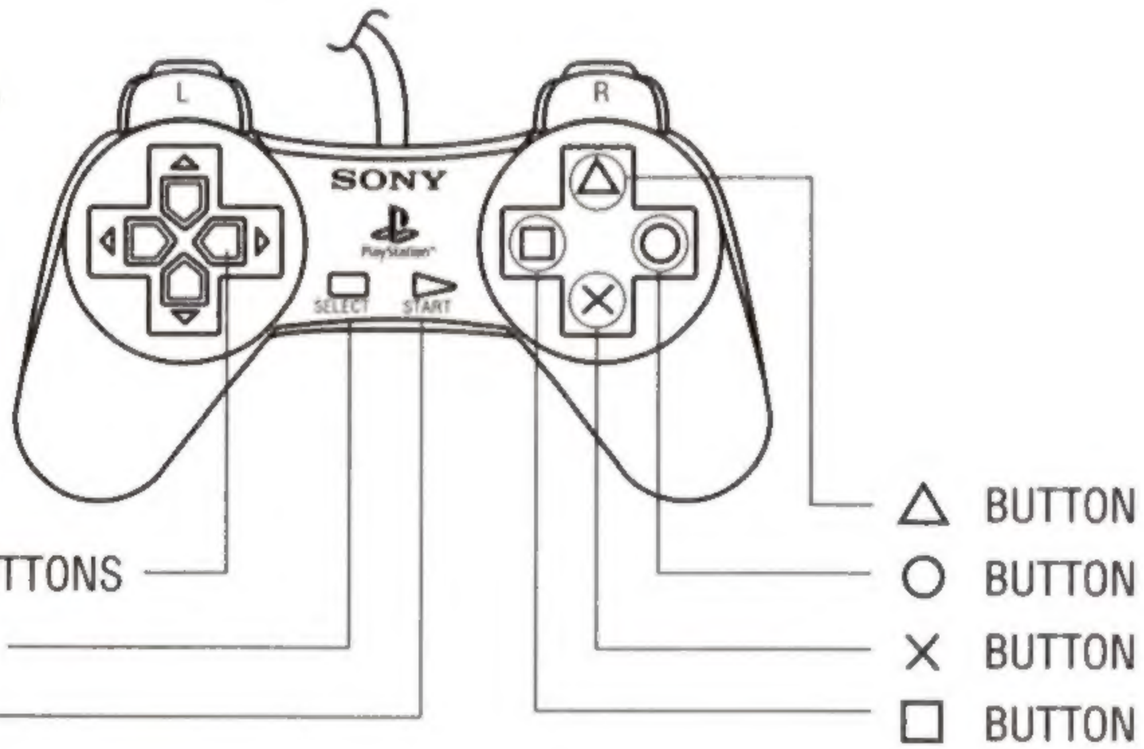
Insert your Rayman disk in your PlayStation game console. Press the "POWER" button. You can use the "Options" function to change the music and the sound effects as well as to change the functions of your PlayStation controller buttons. To play, select "START." If your PlayStation is equipped with a Memory Card, see the "Saving the Game" section in this manual for information about playing previously saved games.

Controller

Front View



Top View



Mouse

INTRODUCTION

Hi Folks!
You want to know what's going on?
Let me tell you the story of Rayman...

In Rayman's world, nature and people live together in peace. The Great Protoon provides and maintains the harmony and balance in the world.

Sorry Folks, this apparently can't last.
Do you want to play or what?

... one fateful day, the evil Mister Dark steals the Great Protoon and defeats Betilla the Fairy as she tries to protect it!
The Electoons who used to gravitate around it lose their natural stability and scatter all over the world!

Troublesome, isn't it? And untidy, too!

In the now-unbalanced world, strange phenomena begin to occur: freaks and hostile characters appear, capturing every Electoon they can find!

INTRODUCTION

The disappearance of the Great Protoon also neutralized all of Betilla the Fairy's powers, and she needs time to regenerate her energy before she can help in any way...

They definitely need a hero to save them now, don't you think?

Rayman to the rescue! As a guardian of this world, he must free the Electoons, recapture the Great Protoon from its mysterious kidnapper and reassemble them all to restore the world's harmony.

But will the bad guys let him do it?...

After all, Rayman doesn't have arms or legs ...

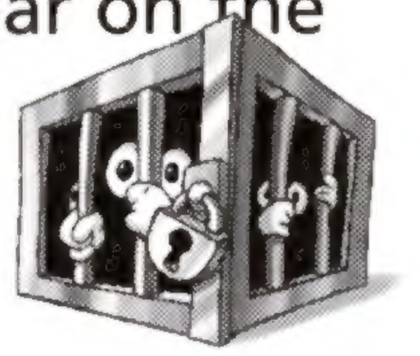
But don't panic, neither do the bad guys.

THE BASICS

Rayman has to free the imprisoned Electoons to re-establish order in his world. For each level there is a medallion with 6 empty spaces, each of which corresponds to a cage of Electoons which you have to find. Each time you free a cage of Electoons, one space on the medallion is filled. In order to enter the Candy Chateau level, you must first free all of the Electoons in the first five worlds.

At the start of the game, Rayman can carry out simple actions: walking, jumping, holding onto vines, and crawling. As you progress through the game, Rayman gets new powers: a punching fist, the ability to hang onto platforms, a grabbing fist, the ability to run, and even a special helicopter feature!

Betilla the Fairy grants him these very special powers. A brief explanation of how to use your new powers will appear on the screen each time you get one.



Once you have acquired a new power, it will be useful to you throughout the rest of the game. But, you should also backtrack to thoroughly explore the levels you have already gone

THE BASICS

through, because you probably haven't seen them all yet! Some surprises are waiting for you, things that you were unable to reach the first time you went through...

At the beginning of each game, a map of Rayman's world will be displayed. Each time you have completed a level, the next paths available to you will be highlighted on the screen. Most of the time, you will be able to choose between two directions.

The "normal" exit to any level is at the end of it. Exits are indicated by an exit sign — logical, hmm? You can also exit the first stage of a level by going back out through the entrance door; however if you do this, you will lose all of the items (Tings, special powers, etc) that you picked up in this stage.

STARTING THE GAME

Insert your Rayman disk into your PlayStation game console. Press the "POWER" button. Pressing the "START" button on your controller moves you through the pre-game screens and validates the default options. If you wish to modify the options, follow the instructions written on each screen.

If you remain on the Rayman title screen without touching the controller buttons, an automatic demo of the game will appear. You can stop it at any time and return to the title screen by pressing the "X" or the "START" button of your controller.

If you have a PlayStation Memory Card, you can choose to play a previously saved game, a new game, or use the password-system to access a specific stage. See the "Saving the Game" section of this manual for more information.

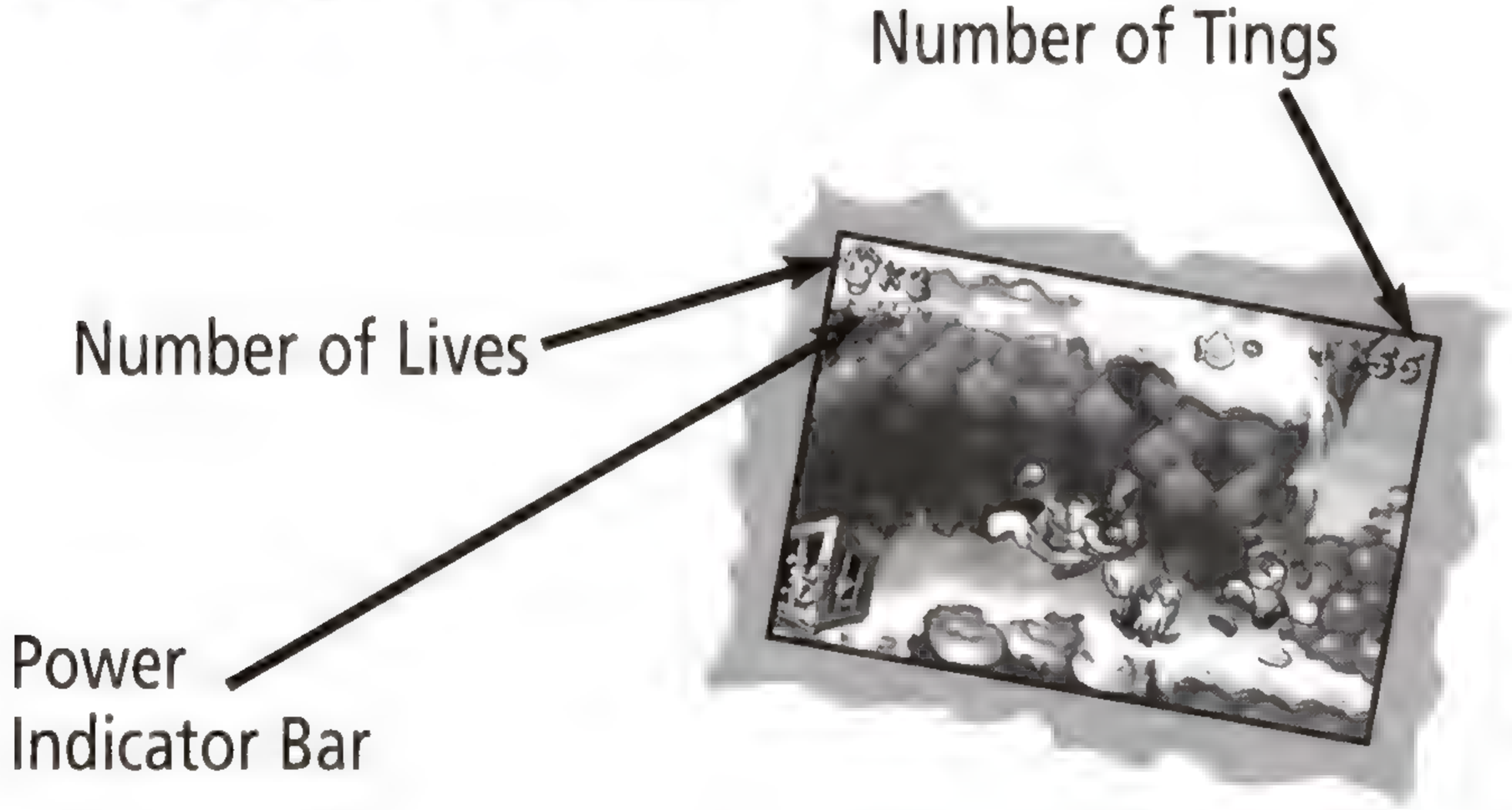
If you do not have a Memory Card, you can choose between starting a new game from the beginning, or using the password-system to access a specific stage. See the "Saving the Game" section of this manual for more information.

STARTING THE GAME

At the Options screen, you can change the volume and sound effects, as well as modify the functions of your PlayStation controller buttons.

On most of the selection screens, pressing the "SELECT" button allows you to return to the Rayman title screen.

INFORMATION SCREEN



RAYMAN'S POWERS

From the start of the game, you can make Rayman crawl. Press "R" (1 or 2) to crawl to the right and "L" (1 or 2) to crawl to the left.

There are two types of powers: permanent powers (those that you keep no matter what happens in the game) and temporary powers. The permanent powers are distributed by Betilla the Fairy.

TELESCOPIC FIST:

Press "(■)" to send off the fist. The longer you keep the button pressed, the further the fist will go.

HANGING ONTO PLATFORMS

When Rayman jumps or falls, he automatically hangs onto the nearby platforms.

HELICOPTER

Press "X" to jump, then press it again to slow your descent with your helicopter blades.

RAYMAN'S POWERS

RUNNING

This power-up not only allows you to move faster (obviously!), but also to build up speed to jump further. To activate it, press "(●)" while you're walking.

GRABBING FIST

Thanks to this power, Rayman is able to hang onto and swing on flying rings. The grabbing fist also allows him to pull the bonus icons towards himself. Same button as the telescopic fist "(■)".

Rayman's other friends give him the temporary powers:

MAGIC SEED

Tarayzan gives Rayman a magic seed, which grows into a plant immediately. To grow plants, press "(●)".

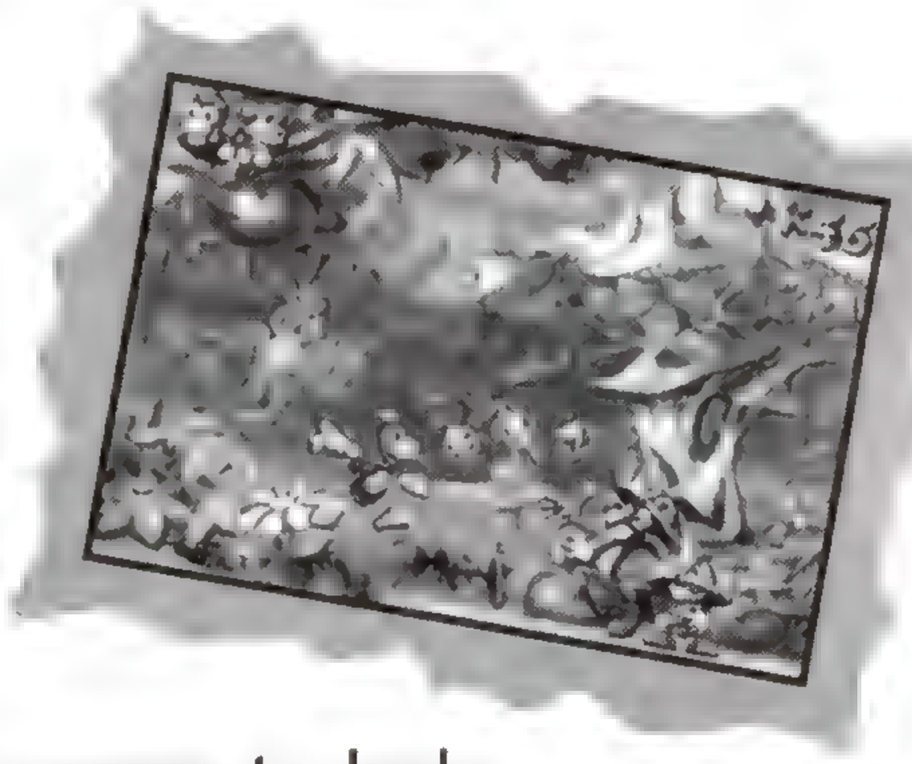
SUPER HELICOPTER

This power is yours when the Musician gives you the magic

RAYMAN'S POWERS

retaining control of your direction. To activate it, press "X". To go higher, press "X" several times.

A HINT: *The super-helicopter power may come in handy in the Blue Mountain world, too. Those sharp spinning blades could help you do more than just fly!*



FIREFLY

Joe the Extraterrestrial gives Rayman this power to help him light up the dark regions of The Caves of Skops. The firefly follows Rayman's punching fist, so throw his fist out in front of him to light the route ahead.

FLYING BLUE ELVES

These little creatures give Rayman the ability to shrink down in size, so he can more easily pass through some of the game's narrow passages. Walk up to one to become small, and walk back up to him or to another one, to become normal-sized again.

IMPROVING YOUR GAME

We won't give away all the secrets of the game (there has to be some suspense!), but a few hints could be very useful.

POWERS

They symbolize Rayman's energy reserves. He starts off with three powers, but can win more on his journey... or lose some during his battles! When you have run out of power, you lose a life. A simple power gives you one extra energy point. A double power gives you two energy points. A "Big Power" gives you a full load of energy points.

LIVES

Look for them, they come in handy when you face the enemies that await you.

SPEED-UPS

They increase the speed of the punching fist. There are three different speeds available.

THE GOLDEN FIST

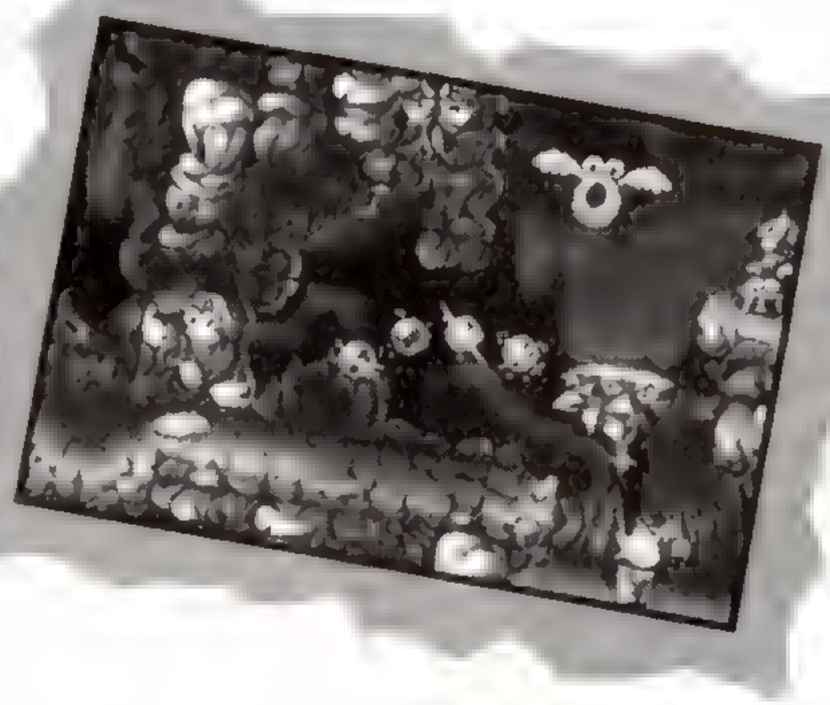
Increases the power of Rayman's blows.

PLEASE NOTE: Your fist loses its power and its exceptional speed each time you are hit by an enemy.

IMPROVING YOUR GAME

TINGS

If Rayman picks up one hundred of them, he gains an extra life, but they can also be used to pay the magician (who'll give you access to the bonus stages). But careful– when Rayman dies, he loses all of the Tings he collected.



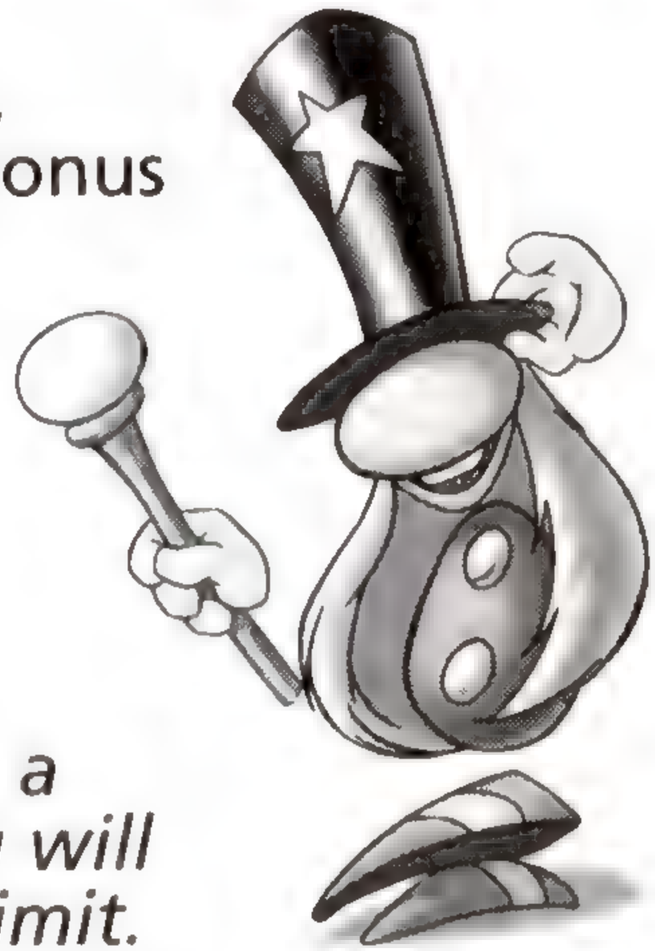
CONTINUES

If you lose your last life, a Continue allows you to restart the game from the last level played with a credit of four lives. The Continue screen appears after Rayman dies for the last time. If you want to use a Continue, you must ring the alarm clock (by pressing any button on the controller) to awaken Rayman from his stupor before he staggers to the "Game Over" sign.

IMPROVING YOUR GAME

THE MAGICIAN

He is hidden away in the scenery. With his help, Rayman can enter into secret worlds. In these bonus stages, your skill and rapidity will allow you to earn Tings or a bonus life. But please note that this magic stunt has to be deserved, and it will cost you 10 Tings to take advantage of it.



PLEASE NOTE:

You will gain a bonus life if you manage to get a perfect score in the bonus map. This means you will have to get all the Tings within a certain time limit. If you achieve this perfect score, the bonus map will then be available at no charge, but there will be no more bonus lives.

THE PHOTOGRAPHER

He is there to immortalize your feats!
When you lose a life, you start again in the last place where he took a picture of you.

SAVING THE GAME

If You Do Not Have A PlayStation Memory Card

Each time you finish a stage and go to the map of Rayman's world, you are given a password. The password is communicated to you when you move Rayman to one of the Save spots on the map (indicated by the Magician's top hat) and press the "X" button.

This password-system saves the number of lives, the number of continues and the permanent powers you have obtained, and also keeps the stages which you already have access to available. If you have freed all six Electoon cages, it will be saved as a completed stage. If you have not found all six cages, the stage will be saved, but when you re-enter the saved game you will have to go back and re-find all of the cages in that stage again.

When you start up Rayman, enter the name of the saved-game password when you are prompted for it. If you don't have any saved games yet or if you don't want to play a saved game, simply choose "START" from the Enter Password/Start Screen.

SAVING THE GAME

If You Have A PlayStation Memory Card

Each time you finish a stage, you can save your game when you are on the map of the world. Simply move Rayman to one of the Save spots (indicated by the Magician's top hat) and press the "X" button.

You will be asked to confirm that you want to replace the previously saved version of the game with your current version. If you confirm, your game is saved on the Memory Card. If you do not confirm, you are given the password corresponding to your location in the game, and your previously saved game stays as it was. If you continue playing, you can choose later on to save on the Memory Card. Be careful, however - if you start up a game using a password, you will not be able to save that game on your Memory card.

Every time you start Rayman, you have a choice:

- You can play a game saved on your Memory Card, or start up a new game and then decide later on to save it on your Memory card. *OR*
- You can use the password system to get to a certain specific stage. If you choose this, enter the stage password when prompted. Remember that you cannot save a password-system game.

SAVING THE GAME

Using the "Choose a Game" Screen to Play a Previously Saved Game

You can choose from up to three previously saved games. The commands at the Save/Load screen permit you to do one of two things: ERASE or COPY a game. ERASE allows you to erase the saved game in order to restart the game from the beginning. COPY allows you to duplicate the saved version of a current game; as a result, you can continue playing the game, and if you are not pleased with your performance, you can restart the game from the point where you copied the previously saved game.

To use the COPY function:

1. Select COPY.
2. Select the game you wish to duplicate.
3. Validate your choice by pressing one of the action buttons. A golden fist appears before the game you've chosen to duplicate, and a white fist appears before the space where it will be duplicated. If you wish, you can move the white fist to choose a different save space.

SAVING THE GAME

4. Validate again, then enter a new name for the copied game.

The Save/Load screen gives you information about your previously save games, including the name under which the game was saved, the number of lives available, the number of Continues available, and what percentage of the game's challenges you have accomplished.

••••••••••EXITING THE GAME••••••••••

When you are on the map of Rayman's world, you can choose to exit the game by pressing the "SELECT" button. Doing so will send you back to the Options screen. You can then change the options of your current game and go back to it with the EXIT command or the "START" button.

From the Options screen you can also end the current game by pressing the "SELECT" button. Doing so will take you to the Rayman title screen. But be careful if you are using a Memory Card, the game you exit is not automatically saved if you don't specifically save it before pressing "SELECT".

WORLDS

In the different worlds of the game described here, you might meet the "bosses" more than once! And always be on the look-out for the Antitoons, Mister Dark's foot soldiers. They're small, but they're dangerous!

THE DREAM FOREST

Rayman has to proceed through the jungle without ever falling into the swamp waters. He will come across hunters and explorers. This is where he meets Tarayzan, his first friend. Help Tarayzan get dressed and see what happens! The big boss is Moskito, a persistent giant mosquito.

BAND LAND

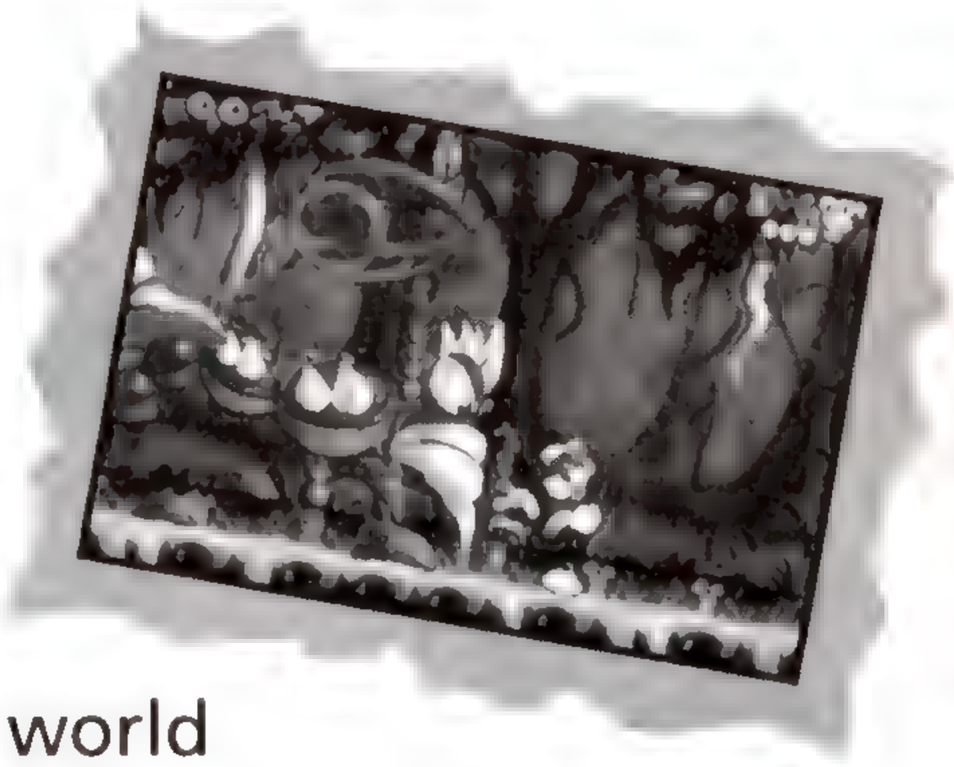
In a scene filled with clouds and slippery sheet music bars, Rayman must advance among music instruments (drums, maracas, cymbals...) and avoid wrong notes.

Once he escapes from the trumpets, he will find himself face to face with the deafening Mister Sax.

WORLDS

BLUE MOUNTAINS

Rayman has to move forward, avoiding rock avalanches and stone creatures. In these mountains, Rayman meets the Musician and helps him recover his lost guitar. The big boss to defeat is Mister Stone, a creature made of rock.



PICTURE CITY

This is the world of images, as well as the world of mirages. Once he walks across the stage of a small theater, Rayman comes across beings straight from a pirate movie or a science fiction film. In particular, he'll meet Space Mama, a tough cookie with a deadly rolling pin.

THE CAVES OF SKOPS

This is a troubling underground world. Enter it through Joe the Extraterrestrial's cheerful snack shop. First, Rayman has to plug in his friend Joe's shop sign while avoiding the spiders. Then he must work his way around the stalactites in the cave to find the lair of Skops the Scorpion.

WORLDS

CANDY CHATEAU

Welcome to the world of desserts where Mister Dark is hidden, guarded by clowns performing amazing stunts. But be careful, Mister Dark is diabolical!

Now that you know what to expect, plug in your controller and get ready to play.

Good luck!

CREDITS

Concept: Michel Ancel & Frédéric Houde

Character Creation: Alexandra Steible

Design: Michel Ancel, Serge Hascoët with Bruno Bouvret, Sacha Gentilhomme, Michaël Guez, Christophe Thibaut

Animation: Alexandra Steible with Kamal Aitmihoub, David Gilson, Sophie Esturgie, Jacques Exertié, Grégoire Pons, Véronique Rondello, Béatrice Sauterau, Philippe Vindolet, Christian Volckman

Background Creation: Eric Pelatan, Sylvaine Jenny

Computer Graphics: Jean-Christophe Alessandri, Sophie Ancel, Nicolas Bocquillon, Jean-Marc Geffroy, Laurent Rettig, Olivier Soleil

Programming: Vincent Gréco, Yann Le Tensorer, Daniel Palix with Olivier Couvreur, Pierrick Crepy, Antoine Dodens, Eric Donnat, Antonio Ferreira, Philippe Fuentes, Benoït Germain, Bertrand Helias, Frédéric Houde, Frédéric Laudet, François Mahieu, Cristian Mihalache, Sébastien Morin, Bogdan Radusi, Daniel Raviart, Olivier Rozier, Gilles Vanwalleghem

Sound Effects & Music: Stephane Bellanger, Didier Lord with Sylvain Brunet, Nathalie Drouet, Dominique Dumont, Kamel Feunas, Rémy Gazel, Didier Léglise, Jean-Marc Lichtmann, Frédéric Louvre, Olivier Mortier, Frédéric Prados, Stéphane Ronse, René De Wael, Olaf Zalcman

Voices: Chris Bénard, Emmanuelle Cosso, Douglas Rand, Steve Perkinson

Tests: Serge Hascoët with Bruno Barone, Thomas Belmont, Nicolas Bocquillon, Bruno Bouvret, Christophe Cavelan, Gunther Galipot, Sacha Gentilhomme, Marc Gioan, Michaël Guez, Benoït Maáon, Lionel Rico, Emmanuel Texandier, Christophe Thibaut, Dorian Thibaut.

Project Management: Agnès Haegel

Producer: Ludimedia - Gérard Guillemot

Development: Ubi Studios - Michel Guillemot

Publisher: Ubi Soft - Yves Guillemot

Marketing (U.S.): Carrie Tice, Shannon Wolfe

Special thanks to the many others who worked on the project!

WARRANTY

Ubi Soft guarantees this PlayStation™ disc against any defect for a period of ninety (90) days from the date of purchase. If a manufacturing defect appears during the guarantee period, **Ubi Soft** will repair or replace the defective disc free of charge.

To take advantage of this guarantee, please return the disk to **Ubi Soft** with a proof of purchase. If a disc is returned without proof of purchase or after the guarantee period has expired, **Ubi Soft** will choose either to repair or to replace it at customer expense. This guarantee is invalid if the disc has been damaged through negligence, accident or misuse, or if it has been modified after acquisition.

Ubi Soft ENTERTAINMENT

625 Third Street, 3rd Floor
San Francisco, CA 94107

Technical Support: **415-547-4028** (9-5 pst)

For Tips and Tricks: **1-900-420-4UBI**
Or visit our Website: www.ubisoft.com

This 900 service will provide you with exclusive tips and game play secrets for Rayman.
The cost of this call is $.85 per minute for automated hints.
You must be 18 or have parental permission to use this service.

RAYMAN 2.

THE GREAT ESCAPE

COMING IN 1999

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PlayStation ®

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